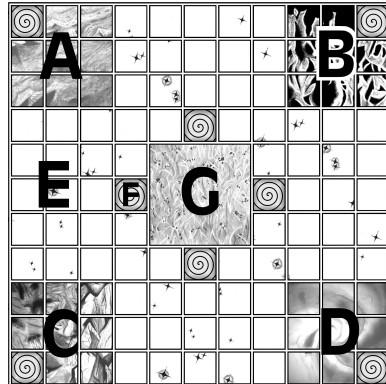


# ELEMENTAL HALMA

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## Setup

This game is for either two players or four players (as two teams). The sides are **WATER AND AIR** versus **EARTH AND FIRE**. Assemble the board as shown. There are nine playing pieces of each color, called **ELEMENTALS**. Each color of elementals starts on their own **3x3 ELEMENTAL PLANE** labeled **A-D** above. Water (blue) starts at **A**, Fire (red) starts at **B**, Earth (green) starts at **C** and Air (white) starts at **D**.

The other squares are: **THE VOID** labeled **E** and constituting most squares. **POINTS OF POWER** labeled **F** and 8 in total. **THE MATERIAL PLANE** labeled **G**, a single large square.

## Order of play

### Two players:

Player one controls Fire and Earth and moves first, player two controls Water and Air and moves second. During each player's turn they must choose one elemental they control (of either color) and move it one square. The first two moves by each player must move elementals of different colors (e.g. Air and Water could move a white piece on their first turn and a blue piece on their second turn). After four turns there is no restriction as each element/color has been moved.

### Four players:

One player controls each element/color. Play goes in order of Fire (player one), Air (player two), Earth (player three), Water (player four). Players one and three cooperate, as do players two and four; Water and Air are one team and Fire and Earth are the other team. During each player's turn they must choose one elemental of the color they control and move it one square.

## Movement

- (1) Elementals move one square horizontally, vertically or diagonally. An elemental may not move onto a square occupied by another elemental unless it is capturing it.
- (2) An elemental on the material plane may move to any square adjacent to the material plane, including to capture. However, itself may be captured by an adjacent elemental of the appropriate type. Despite this space's size, only one elemental may be on the material plane.
- (3) After the first four turns (two moves from each player in a two player game, or one move from each player in a four player game), at least one of each color of elemental must be able to be captured (located on either the void, the material plane, or a different elemental plane than their own).

## Capturing

- (1) An elemental captures an adjacent enemy elemental by moving onto their space. However, each element may only capture one other type of element, as shown here:

**Water captures Fire**  
**Fire captures Air**  
**Air captures Earth**  
**Earth captures Water**

- (2) Captured elementals are removed from play.
- (3) Elementals on points of power may not be captured.
- (4) Elementals on their own elemental plane can not be captured (e.g. Air elementals can not be captured on the Air elemental plane, but can be captured on the Fire, Earth or Water elemental planes).

## Winning Conditions

- (1) If one side has elementals on all eight points of power, that side wins. Elementals can be of mixed type from the same side (e.g. Water elementals could capture three and Air elementals the other five points of power).

(2) If all of one element is eliminated, that side loses (e.g. if all of Water is eliminated, Earth/Fire wins).

(3) If all of one element has no elementals that can be captured after the first four turns, the side that controls that element loses unless conditions (1) or (2) above were met. Pieces that cannot be captured are those already captured, those on their matching elemental plane, and those on points of power.

## Examples of winning

### Example 1:

Earth/Fire controls four Earth elementals on points of power, one Earth elemental in the void, one fire elemental on the fire elemental plane, three Fire elementals on points of power and one Fire elemental in the void adjacent to the last point of power. If Water/Air can move a Water elemental onto the Fire elemental in the void, then they will win the game by condition (3) as no remaining Fire elemental is in a position where it can be captured. However, if that capture is not possible, Fire/Earth can move the Fire elemental onto the last point of power and they will win the game by condition (1) .

### Example 2:

Water/Air controls one Water elemental in the void, one Air elemental within the Water elemental plane and six Air elementals on the Air elemental plane. Earth/Fire controls one Fire elemental on the Water elemental plane, and nine Earth elementals in the void. If the Fire elemental captures the Air elemental, then by condition (3) Earth/Fire wins as no Air elementals can be captured. If the Water elemental can move onto the Water elemental plane in the same move as it captures the Fire elemental, then the Water/Air wins by condition (2), but otherwise the Water elemental cannot enter the Water elemental plane as at least one Water elemental must be able to be captured by condition (3).

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